The Sims™ 2

EA™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

Check out the complete lineup of *The Sims 2* at www.thesims.com

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CONTROLS

General Gameplay

Move Sim/Cursor	left analog stick (pressure sensitive)
Zoom/Rotate camera	right analog stick
Select object/action	⊗ button
Freeze action/Fast forward	**L1** button/**R1** button
Switch to next/previous Sim	**L2** button/**R2** button
Cancel last/current interaction	△ button
Toggle Direct/Classic Control	**SELECT** button
Snap to Sim (Classic Control only)	○ button
Open/close pause menu	**START** button

Place and Grab Mode Controls

Place/Grab object	⊗ button
Sell grabbed object	□ button
Rotate object	**L1** button/**R1** button
Cancel/Back	△ button

Build and Remove Mode Controls

Place/Remove wall/wallpaper/floor	⊗ button
Build/Fill room	**L1** button/**R1** button + ⊗ button
Switch wall/wallpaper/floor tools (remove mode)	○ button
Remove/Uncover room (remove mode)	**L1** button/**R1** button + ⊗ button
Cancel/Back	△ button

There are two different control methods for *The Sims™ 2*:

Direct Control

Move your Sim, interact with objects, and socialize with other Sims from a third-person perspective. Position your Sim near an object or person and press the ⊗ button. When you socialize while using Direct Control your Sim enters Social mode (see *Socializing* on p. 6).

Classic Control

The traditional console method for controlling Sims in which you move a cursor around the environment to queue up actions. Move the left analog stick to position the cursor over an item, press the ⊗ button, and then choose an action. Classic Control is good for queuing up multiple commands.

- To edit the action queue (Classic Control only), hold the △ button, press the D-button ↕ to highlight the action you want to delete, and then press the ⊗ button.

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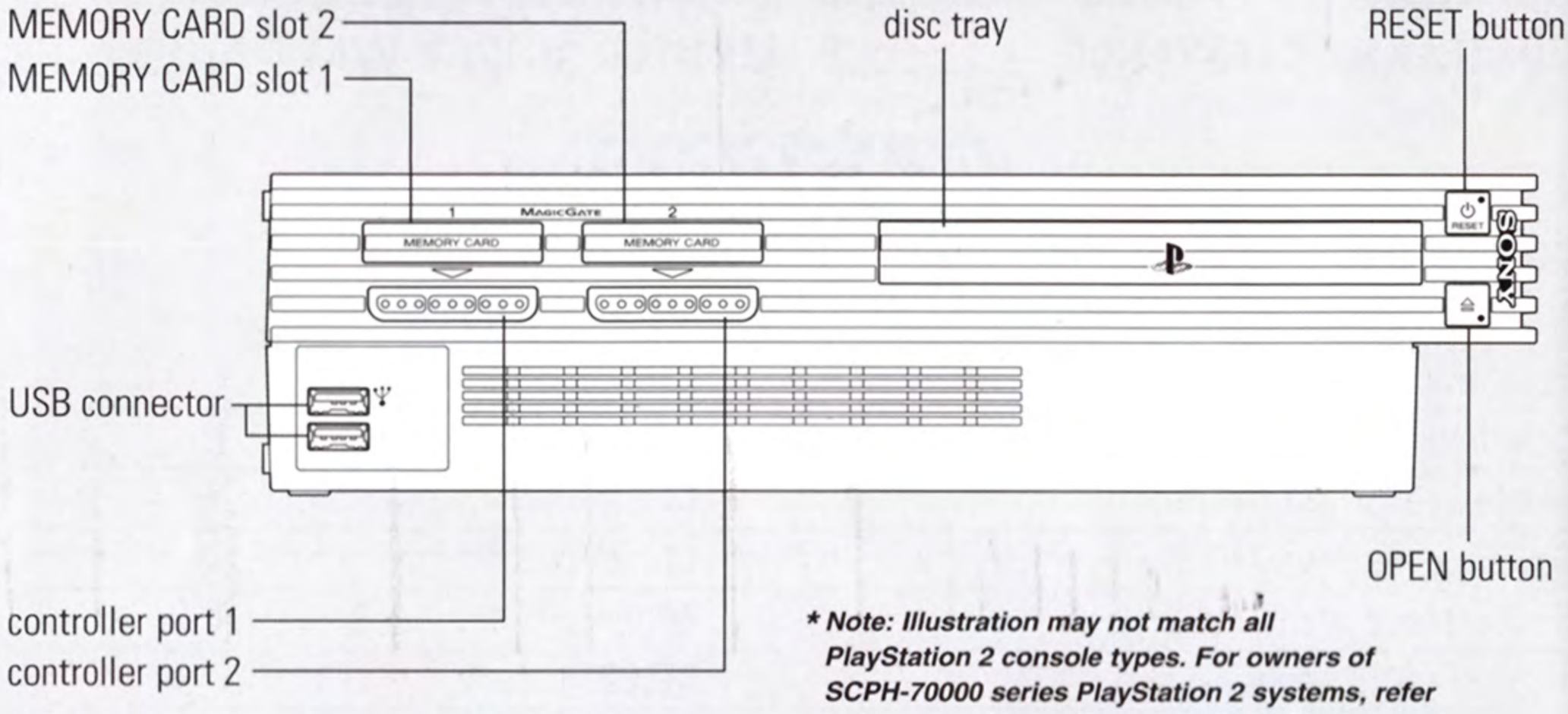
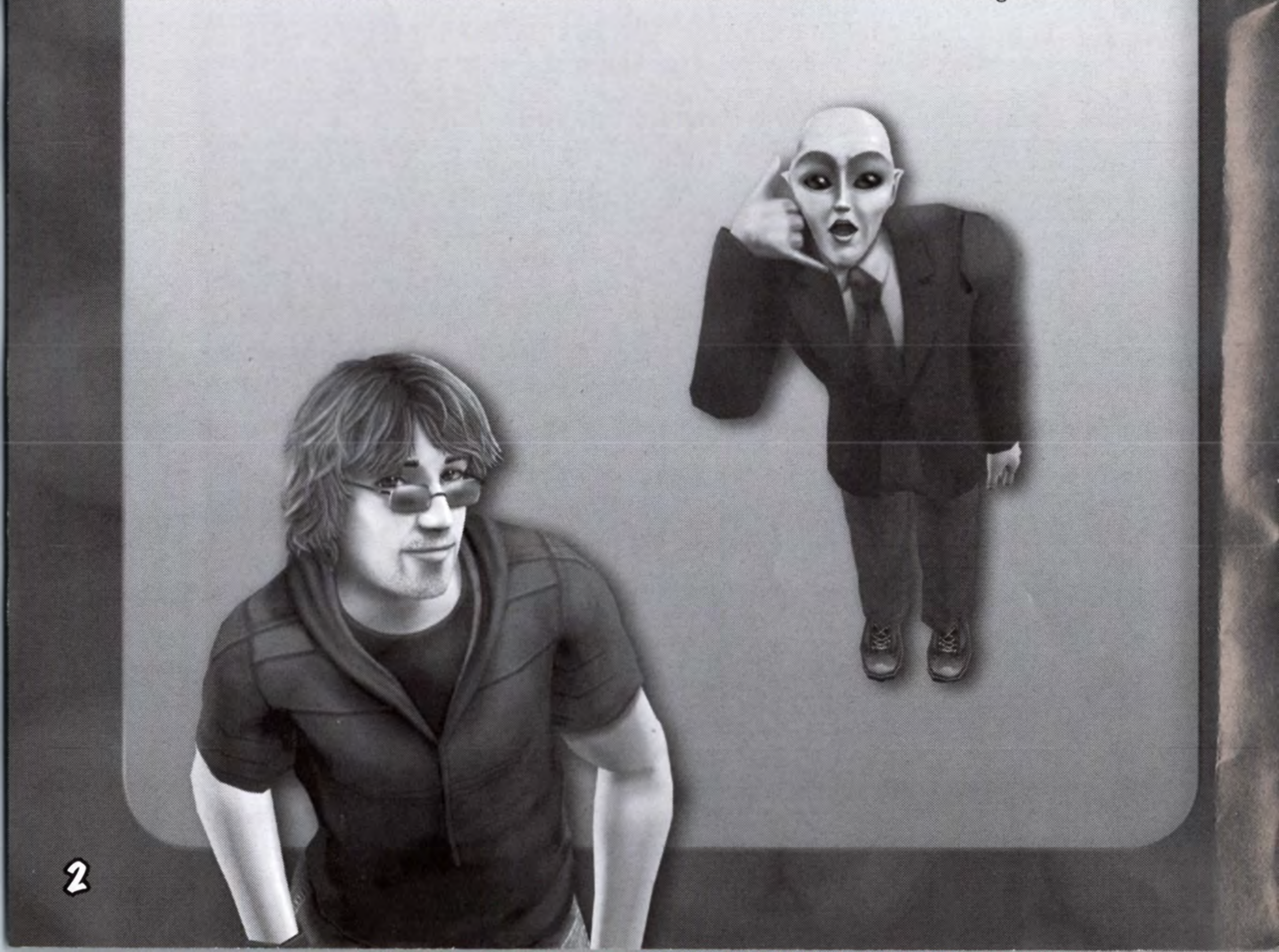
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



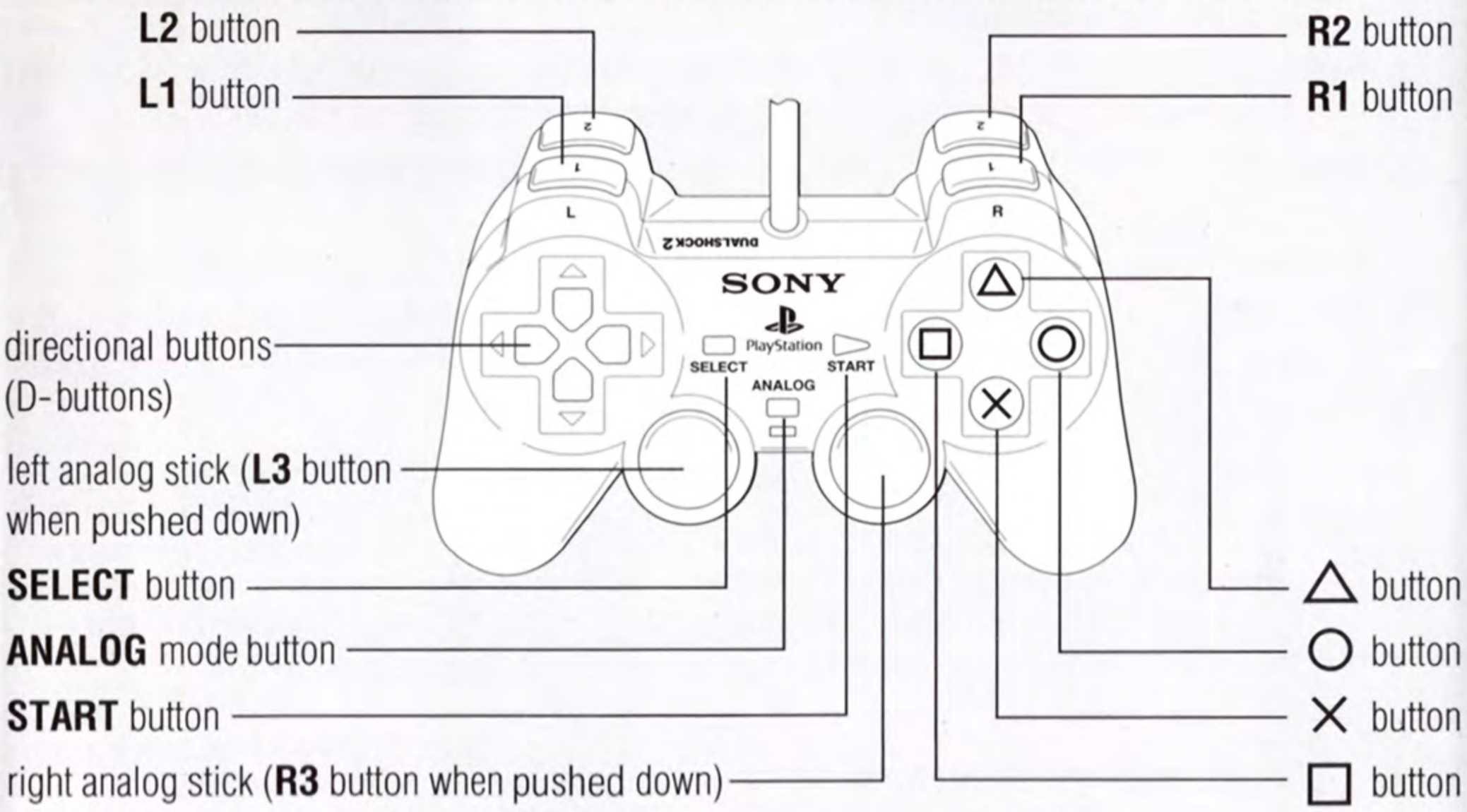
**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place *The Sims™ 2* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PLAYING THE GAME

Create a Sim, customize their world, and unlock their future. From creating their food and fashions to guiding them along their career path, your Sims are in your hands. Deal them a life of pleasure and success or a world of pain and failure. Explore multiple locations in Story mode or create a custom home and family in Freeplay.

- To start a game in Story mode, choose STORY MODE from the Main menu. Next choose START NEW FREEPLAY/STORY GAME (or, to load an existing game, select CONTINUE GAME). Select a one- or two-player game (a second controller is required for a two-player game). The Create A Sim screen appears (see below).

NOTE: Story mode and Freeplay share a single saved game. Saving a new game overwrites the existing saved game for both modes. Up to eight freeplay families and two Story mode characters can be saved on a memory card (8MB) (for PlayStation®2).

- To start a game in Freeplay, choose SIMS MODE (Freeplay) from the Main menu. Next choose START NEW FREEPLAY/STORY GAME (or, to load an existing game, select CONTINUE GAME). Select a one- or two-player game (a second controller is required for a two-player game) then select an address.
- To play with a previously created family, choose ENTER HOUSE. To send a family packing, choose EVICT FAMILY. To create a new family, choose MOVE IN FAMILY and then select CREATE A NEW FAMILY from the Family select menu.

CREATING A SIM

Begin by choosing your Sim's genetic heritage. The four portraits at the top of the screen show your Sim's grandparents. The middle portraits show your Sim's parents.

Choose to GENERATE A FEMALE (or MALE) SIM and press the ⊗ button. Your Sim appears in the center. Repeat this process until you get a Sim you like. Note you can always customize them later. Select ACCEPT SIM to continue to the Create A Sim menu.

- You can change many aspects of your Sim's appearance in-game, but gender, skin tone, and body and head shape are determined when you first create your Sim and cannot be changed later.

Creating a Family

You can create a family in Freeplay by creating multiple Sims. To edit or delete a family, select them in the Family Management menu.

CREATING FASHIONS FOR YOUR SIMS

Customize your Sim's appearance using the Fashion Designer. From selecting multiple layers of clothing to determining how your Sim wears a selected item, you decide whether your Sim is a fashion force or a fashion faux pas.

Head — From spunky baseball caps to funky sunglasses. Specify how your Sim wears their hat or what color lenses they like for their glasses.

Tops — Select and combine undershirts, overshirts, and jackets, then specify if it's tucked in, buttoned or zipped, etc.

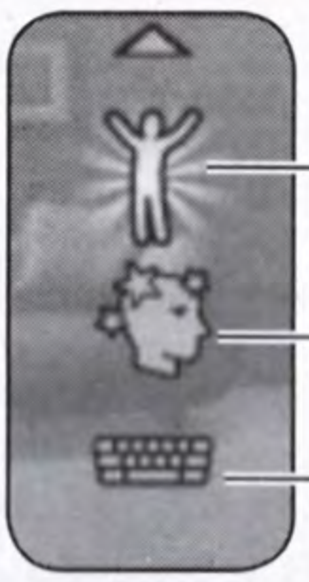
Bottoms and Shoes — Select pants or a skirt—are the pants cuffed, Capri-length, or short shorts? Then find the perfect pair of shoes for your outfit.

Accessories — The right accessories can make an outfit. Choose belts, tattoos, and jewelry.

- You can return to the Fashion screen by using dressers and wardrobes in the game.

Choose your Sim's skin tone and body type, morph their body shape and head, select a hair style and color, and add makeup/facial hair and tattoos

Design and choose your Sim's clothing



Determine your Sim's Aspiration—Romance, Wealth, Knowledge, Popularity, Creativity (see p. 5)

Adjust your Sim's personality

Name your Sim

GAME SCREEN

Press the ▣ button to bring up the tool tips for any of the sub menus

Your Sim

Your Sim's mood: more green indicates they're happy, a lot of red indicates unhappy

Skills (D-button ⬆)

Needs (D-button ⬅)

Press D-button ⬇ to close a sub menu

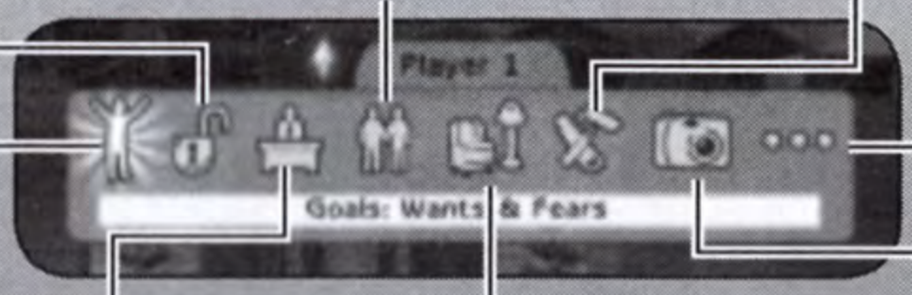
Wants and Fears (D-button ➡)

Time of day

Simoleons (money) your Sims have

PAUSE MENU

To access the Pause menu, press the **START** button while in-game.



Review your Sim's progress in Story mode

See what kind of relationships your Sim has with other Sims

Build new structures and demolish old ones

Review your Sim's current Wants and Fears

Save or quit a game, adjust volume levels, enable free will, and more

Access information about your Sim's career, skill levels, and personality

Access the Buy Catalog for shopping (and selling!) made easy

EyeToy® USB Camera—Access EyeToy features

NEEDS AND MOOD

MOOD

Your Sim's overall Mood meter displays a summary of their needs. The more green that shows, the happier they are. The more red, the less happy. Unhappy Sims have a hard time socializing, going to work, or satisfying their needs autonomously. Grumpy Sims won't get promoted or build skills. Sims you can't control may have bad moods too, which is why they may not be receptive. Stay in the green!

NEEDS

Social — Keep your Sim socialized by interacting with other Sims, talking on the phone, or chatting online.

Bladder — Eating and sleeping increase your Sim's need for the toilet. Find a bathroom to avoid an embarrassing puddle.

Hygiene — Some activities cause your Sim's hygiene to decline. Hit the showers or wash your hands.

Hunger — Quiet a Sim's rumbling tummy by eating some tasty vittles. Some food recipes satisfy hunger better than others.

Fun — Find something entertaining for your fun-deprived Sim to do: watch TV, dance, or play a game.

Energy — Take a snooze or eat some energizing food.

Comfort — Lounge on a sofa, rest in a chair, or bask in bed.

Room — A bright, well furnished environment keeps your Sim's Room score high. Dirty and rundown locations leave your Sim feeling flat.

DEATH

Beware, extremely low needs can send your Sim on a vacation with the Grim Reaper (a very hungry Sim starves to death, for example). Your Sim might also make their final exit if they try to interact with an object that they aren't skilled at using (e.g., cooking on the stove or repairing the TV). To rejoin the land of the living, your Sim can purchase a RETURN TO LIFE ticket from the Grim Reaper or outperform the Grim Reaper in a challenge.

Ghosts

Until your Sims can cash in on a reincarnation, they remain ghosts. Ghosts have limited interaction options (they can't use objects) but can walk through walls and can also interact with and torment other Sims.

WANTS AND FEARS

Every Sim has a life goal, or Aspiration, which influences the things that they want to achieve in their day-to-day life (Wants) and certain events that they want to avoid at all costs (Fears).

The Wants and Fears panel displays your Sim's current Wants and Fears as well as an Aspiration Meter which indicates how your Sim is doing in the pursuit of their Aspiration. To view your Sim's Wants and Fears, press the D-button ➡.

Fulfilling a Sim's Wants bolsters their needs, social standing, and/or career status. It also earns Aspiration points which can unlock objects. Experiencing a Fear decreases a Sim's Aspiration Meter, degrades their needs, and can also impede their career advancement. When you fulfill a Want or a Fear, a new Want or Fear takes its place. Additionally, there are two special types of Wants:

Gold Wants — Accomplishing these Wants advances you through Story mode. Fulfill a certain number of them (the quantity changes depending on the location), to reveal a Platinum Want.

Platinum Wants — Fulfilling a Platinum Want unlocks another location. Just like Gold Wants, a Platinum Want remains in your Sim's Wants and Fears panel until they fulfill it.

SIM TIP: If your Sim is having major problems with their Wants and Fears, call a therapist to get some help sorting out their life.

SOCIALIZING

All Sims must interact with other Sims to keep themselves in the social swing of things. Your Sim may also need to meet certain relationship requirements before they can be promoted. Check the Career screen to see if your Sim needs to make a few friends.

Sim relationships include acquaintances, friends, best friends, crushes, lovers, enemies, and arch-enemies. Gauge your Sim's relationship with other Sims by observing their body language and the types of interactions available.

Some interactions are only available once your Sim has achieved a certain type of relationship with the other Sim.

SOCIAL MODE

With Direct Control (see p. 1) your Sim enters Social Mode when you choose to socialize with another Sim. You monitor your relationships through on-screen indicators such as changes in body language and use of the Interest Meter, which measures the relationship points between the two Sims. Successful social interactions increase another Sim's interest in your Sim. String together several positive interactions and watch your Interest Meter add bonus points to your interactions. Failed socials decrease their interest.

The level of interest this Sim has for your Sim (ranges from 0-8)

Number of relationship points earned (or lost) for successful (or failed) social move

The relationship level your Sim has with this Sim (ranges from -100 to 100)

SKILLS AND CAREERS

Acquiring skills can help Sims advance in their careers and increase their efficiency when performing certain tasks (such as cleaning or repairing things). There are seven skills:

Cooking	Prepare meals and read cookbooks.
Mechanical	Study a mechanical book.
Charisma	Practice speaking or kissing, or write a blog on the computer.
Body	Exercise or use a punching bag to increase your Sim's fitness.
Logic	Play chess, design a computer game (on a computer), or read a book.
Creativity	Play a musical instrument or paint a little something on an easel.
Cleaning	Clean up around the house.

CAREERS

There are ten career paths. Your Sim can find a job by looking in the newspaper or searching for one online (using a computer). Your Sim advances in their career by building skills, improving relationships, and expanding their social circle. Different career paths require different skill sets. Review the Career screen to see what your Sim needs to do to earn a promotion. And don't forget to ensure that your Sim is in a good mood when they head off to work—surly Sims aren't prone to promotion.

FOOD CREATION

Your Sims can now add a little spice to their lives and relationships by experimenting in the kitchen.

To create a dish, go to the fridge and select GET INGREDIENTS. When the food creation menu appears, select up to four items. Then decide how to prepare your dish—in the food processor, on a countertop, on the stove, etc. When your Sim's dish is ready, they can eat it or serve it to another Sim.

- You can choose from Meats, Vegetables, Fruits, Dairy, Grains, Liquids, Oils, Harvested Animals, Harvested Fruit, and Harvested Vegetables. For harvested foods, your Sim must raise the crops and then harvest them.
- To note the effects that a food has, select the prepared meal and choose LOOK AT FOOD.
- Certain combinations of foods may have unusual effects on Sims. For example, besides filling a Sim's stomach, some foods can encourage a Sim to fall in love with another Sim or can temporarily boost their skill levels.

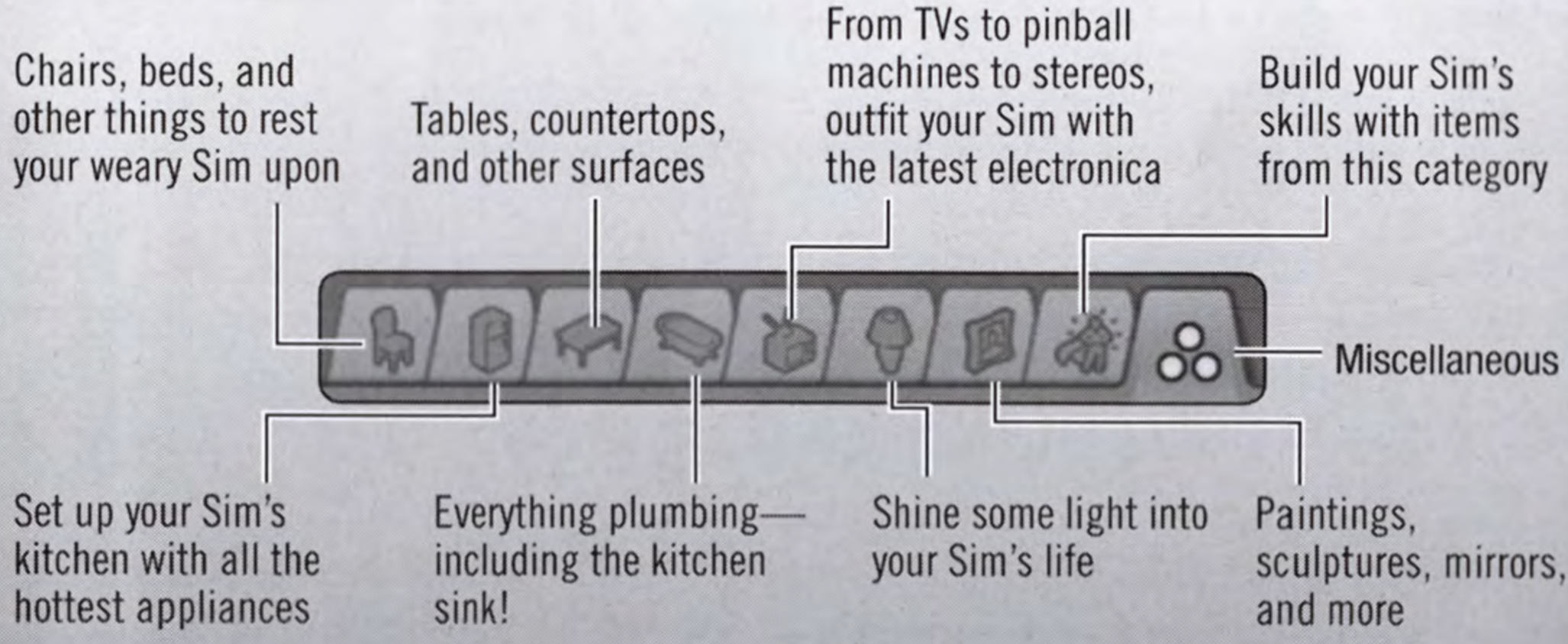
Recipes

Your Sim may learn recipes from books and magazines or they can discover them through experimenting in the kitchen. To view your Sim's recipe book, press the ◉ button while getting ingredients from the fridge.

BUYING AND BUILDING

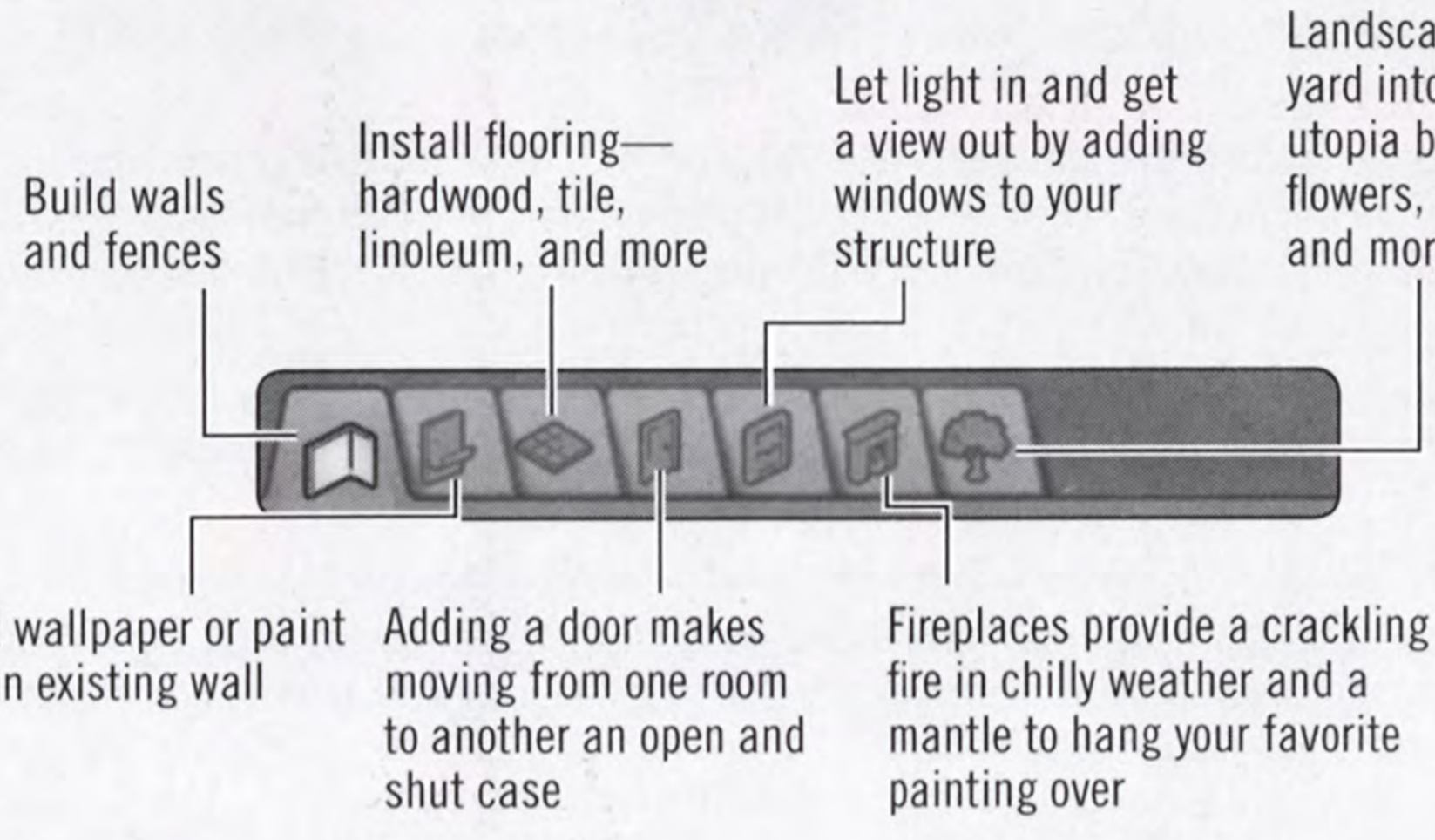
Fulfilling your Sim's Wants unlocks objects in Buy mode (see p. 8). Items with a lock icon on them are not available for purchase until you unlock them. To find out how to unlock an item, highlight it and read its description.

BUY MODE



- To purchase an item, choose the Buy mode icon from the Pause menu. Then select the category of the item you want to buy and, finally, choose the specific item and press the ⊗ button.
- To sell an item, press the ▣ button while in the Buy catalog, move the left analog stick and select the item you want to sell by pressing the ⊗ button, then press the ▣ button again to complete the sale. The resale amount is added to your Sim's Simoleons.
- To relocate an item, press the ▣ button while in the Buy catalog, move the left analog stick and then select the item you want to move by pressing the ⊗ button. Move the left analog stick until you have positioned the object in its desired location and then press the ⊗ button.
- To rotate a selected item, press the **L1** button or the **R1** button.

BUILD MODE



To build walls and fences:

1. Select the Walls icon from the Build toolbar and then choose the type of wall or fence and press the ⊗ button.
2. The build cursor appears on the lot. Move the left analog stick to plant the starting point of your wall and press the ⊗ button. An anchor point appears.
3. Move the left analog stick to determine where your wall extends to and then press the ⊗ button again. Your wall appears in between the two points that you designated.

- To build an entire room at once, press and hold the **L1** button or the **R1** button while moving the left analog stick to designate the perimeter of the room.

To build or place other objects in Build mode (windows, doors, fireplaces, etc.), select the item, position it where you want to install it, and then press the ⊗ button.

To delete a structure:

1. From the Build catalog, press the ▣ button to access Removal mode.
2. The removal cursor appears on the lot. Move the left analog stick to plant the starting point of your remove wall action and press the ⊗ button. An anchor point appears.
3. Move the left analog stick to determine how much of your wall to remove and then press the ⊗ button again. The portion of wall between the two points is removed.

SAVING AND LOADING

Save your game by going to the Game Options menu and selecting SAVE from the Save/Quit menu.

To load a game, select the Continue Game icon after choosing either Story mode or Freeplay. Then choose the MEMORY CARD slot or HDD save game slot that contains your game and press the ⊗ button. At the prompt, confirm this choice by pressing the ⊗ button. Continue as you would when starting a new game (see p. 3).

2 PLAYER MODE

Play along with a friend in simultaneous, split-screen 2 Player mode. You and a friend play on the same lot, controlling different Sims in the same family.

- The fast speed toggle is available during two-player games only if both players hold down the fast speed button (the **R1** button).
- Players cannot be on separate lots at any time. If either player uses a taxi to move to a different location, the other player follows along.
- If both players' Sims have the same work hours, they share the same carpool, and it won't leave until both players have gotten in.
- Player 2's game is saved only as part of Player 1's game.

LIMITED 90-DAY WARRANTY

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E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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